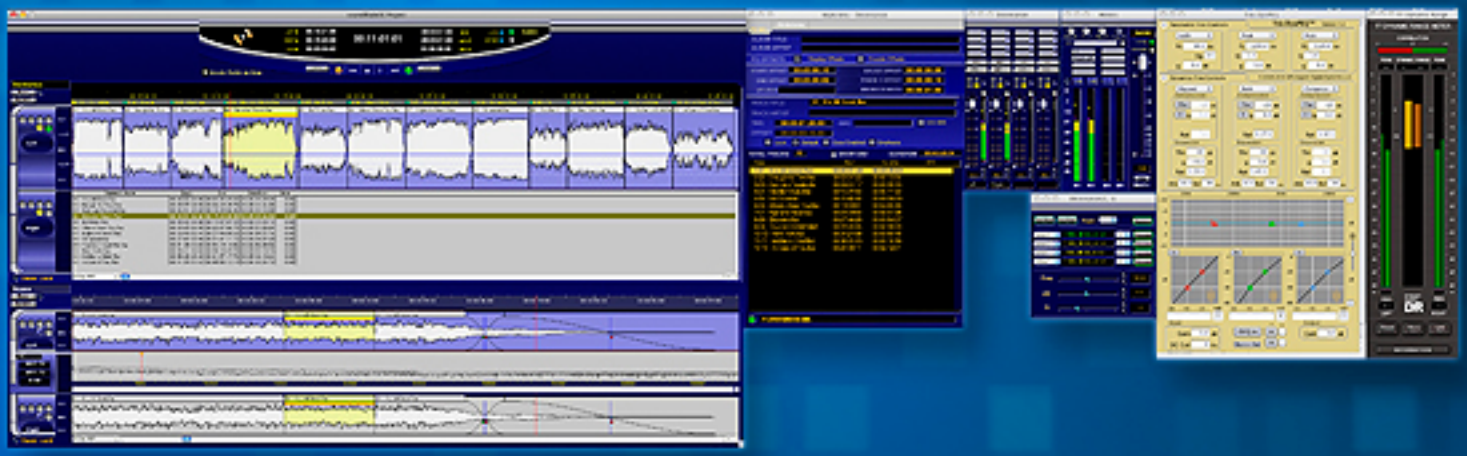
soundBlade SE

ReadMe



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soundBlade SE™ 2.2 ReadMe

March 2014

Please Read Before You Begin…

Thank you for your purchase of soundBlade SE. This file contains important information about the installation and operation of your application. The User Manual, a more complete version of this document, is available in the application's Documentation folder.

soundBlade 2.2 Change Highlights:

Export
- Fixes Issues with WAV/BWF incorrect size and metadata
- Add support for 32 bit CAF Audio Format (recording also)
- Add support for Multiple Exports at same time
- Add support for Sample Rate Conversion on Export
  - Creates multiple export files at same time
  - Supports 44/24 and 44/16 and 48-24 export
  - A new folder call 44-24, 44-16 and 48-24 is created
- Shortcut ctrl-cmd-E for Export Tracks
- Clean up Export error (out of memory - file-path)

Mark Info / Delivery Changes
- Easier to read fonts
- Fix Dragging First Track (preserve pregap space)
- Allow Editing of Index Mark Name
- Fix Issue with incorrect CDText file length
- PQ Disable Offsets follows Global Preference
- Hide "Add iTunes" in Mark Info Window
- Improved Error reporting for Marks Past end of Tracks.
- Fix on crash on editing end of track name
- Fix disable offsets when opening project
- Strip off file extension when creating mark names

Menu Changes
- File Menu: Add "Show BWF Metadata"
  - Export Tracks: Ctrl-Cmd-E Shortcut
  - Save As: Shift-Cmd-S Shortcut

Recording
- Add warning on Dither Mismatch

NoNoise
- Fix HiCutOff with sample rates > 44 kHz
- Fixes for Estimate name handling
- Replace Broadband DeNoise II with NoNOISE 3 (global version)

Project / EDL
- Create project on Open Soundfile if no project
- Fix Routing when creating new project while playing
- Fix issue with selecting/ deselecting segment if mouse held down
- Add "Clear SRP Marks" to EDL Contextual Menu
- Fix one crash on AU Plugins (closing wrong plugin)
- Fix Cmd-F and hiding of dB scale in EDL
- Fix for playback of channels 15 and 16
- Added Check For Updates selection to Preferences window

secure Player
- Added play scroll bar
- Fix ISRC changing half way through song
- code signed (to avoid unknown developer message)

Mac Host Requirements

At a minimum, soundBlade SE requires the following:

- Apple Macintosh Intel 2.6 GHz minimum or faster preferred
- 17" or larger display
- 4 GB RAM minimum, 8 GB or more preferred
- OS 10.6.8 or newer
- spare USB port for iLok Smart Key
- optional Series 300 DSP I/O Processor or other FireWire Core Audio interface

Note About Using USB Devices: Direct connection of a USB audio converter should be usable with soundBlade. Unlike FireWire however, USB does not provide an isochronous or time–critical data delivery mode. So, USB–attached products for external audio I/O are not recommended for either hard drives or audio interfaces when used in any pro audio production environment. USB peripherals, other than Human User Interface products such as mice and keyboards, may interfere with the operation of our products.

Current USB Apple Super Drives (USB2 or USB3) should perform as expected.

Note, since Sonic is unable to test every USB converter, we cannot guarantee that all USB audio converters will function at all sample rates and configurations.

Connection of audio converters via USB hubs, use of USB hard disc drives and USB v1 optical disc peripherals is not recommended or supported.

Thunderbolt Notes Apple's new Thunderbolt input/output technology lets you connect high-performance peripherals and displays to a single port with fast data transfer rates.

Sonic Studio expects no issues to arise with the connection of existing FireWire devices or drives using a Thunderbolt-to-FireWire adaptor or hub, nor with the use of future generation direct-attached drives, I/O devices and optical drives.

VST NOTE: To improve stability with VST plug-ins, soundBlade 2.1 and later makes use of a new folder to store VST plug-ins that are used within the application. This folder, called 'VST-Sonic', is created when installing soundBlade and is located at MacIntosh HD/Library/Audio/Plug-ins/.

On Launch, soundBlade will look for a VST-Sonic folder in your System Plugins folder. If this folder is found, then the "Standard" VST folder is not scanned during launch. Sonic Studio recommends that you rely on Audio Units plug-ins and ONLY any VST plug-ins necessary for use in soundBlade be duplicated from the VST folder to the VST-Sonic folder in your Audio/Plug-ins folder.

Additional Notes soundBlade 2.0.2 and later is not supported on PPC (Mac G4 or G5) hardware.

soundBlade is a 32-bit application with all internal processing done at double precision.

Installing & Licensing soundBlade

To install soundBlade, please click on the soundBlade_SE_22_Installer.pkg. You can download the Installer from:

http://www.sonicstudio.com/sonic/support/sonic_support#DOWNLOAD

Follow the on-screen instructions to install your software.

Please note that soundBlade is protected with PACE Anti-Piracy's InterLok copy protection. Your soundBlade license is authorized with an iLok1 or iLok2 USB Smart Key.

Learn: Please review the soundBlade Activation Guide, located in the Documents folder inside your soundBlade Application folder, for step-by-step instructions for activating your soundBlade application and optional Sonic Studio software.

To register your soundBlade system and iLok USB Smart Key, visit:

http://www.sonicstudio.com/sonic/reg/sonic_register

Trial Mode

To enable a fully functional 14 day trial of soundBlade SE:

1) Click on the authorization code **4445-5226-5724-1024-0568-9817-8865-24**
2) Log on to your iLok account (Note a PACE iLok is required to demo soundBlade SE)
3) Follow the on-screen instructions to install soundBlade SE with your trial options onto the iLok or Mac of your choice.

Learn: soundBlade SE trial includes: soundBlade SE, and the options: **Manual DeClick II**, **Broadband DeNOISE II**, **NoNOISE 3**, **Sonic Studio Process**, **Sonic Studio Mastering EQ** and **Quartet DynPEQ**™

iLok Authorization for Licensed Options

soundBlade 2.0 and later requires an iLok to enable any purchased options such as NoNOISE 3 or Manual DeClick.

Learn: Please review the soundBlade Activation Guide, located in the Documents folder inside your soundBlade Application folder, for step-by-step instructions for activating your optional Sonic Studio software.

Preferences

Please delete your existing soundBlade preferences prior to using this version!
Double click on the included utility (in the Extras folder) 'Delete soundBlade SE Preferences.app'. This will run the Terminal utility and delete existing soundBlade SE preferences. You can quit Terminal after running.

Using soundBlade With Mountain Lion or Mavericks

soundBlade 2.2 has been tested and approved under Mac OS 10.7 Lion, 10.8 Mountain Lion and 10.9 Mavericks. There are only two reported issues with using soundBlade under 10.7, 10.8 or 10.9:

1) **Can't Open .Zip Files**
2) **Mountain Lion OS 10.8/Mavericks 10.9 Technical Update**

Since soundBlade uses OS X's Core Audio for device management, the quality of audio playback will be entirely dependent on the hardware and driver(s) used. Note that soundBlade SE is supported on Macintosh OS versions 10.6.8 or newer for optimal device compatibility as well as CD TEXT support.

Intel Support

soundBlade SE is a Universal Binary application and is built to run natively on Intel Macs. An Aggregate Device is no longer needed unless you are using separate input and output devices. If you have any existing Aggregate Device definitions you have created in Audio/MIDI Setup, you can continue to use them as needed.

Changes Since soundBlade 2.1.1 (3423)—

3441
- fix mono exports
- fix BWF data getting cleared on export tracks.

3440-
- update options installer (add NN3)
- update read me, user manual etc.

3439-
- fix click at end of export
- adjust BBDNThreshold (to match NN3 plugin)
- Updated Installers, Read Me, User Manuals
- securePlayer is now code signed which should help on client installs

3438-
- fix click at end of export

3437-
- fix export length in header

3436-
- fix Export (length) f
- fix export dropout with Limiter (latency)
- fix one crash on aborting export

3433
- Add “Check for Update” preference
- Fixes for Export (multiple, missing last track, etc)

3431-
- Export Fixes
- fix double text entry in NN3.

3430-
- securePlayer 2.7
  - added play scroll bar
  - fix ISRC changing half way through song
  - code signed (to avoid unknown developer error)

- Export

- ensure dither is disabled (if multiple export) to avoid double dither.

3429-
- Delete multiple exported files when cancel
- fix one issue with 48/24 edit after export
3427-
- fix add track number
all tracks, add track as “01”, “02”...

3426
Export Changes:
- Add “Add Track Number” to exported tracks file names
- Fix overwriting files if name was too long
- Add Alerts if a file is going to be overwritten
- Export Tracks max filename length is 27
- Allow deletion of segment (smaller than .015) (needs to be checked)

3425
- fix bug that caused plugin windows to open (if closed)
- fix bug with entering text into some plugins

Changes Since soundBlade 2.1 (3398)—
3423 Release
3422
- fix Plugin Windows opening while playing

3240
- fix one bug in AU Plugin key handling.

3419
- Replace BBDN with NoNOISE 3 (global)

3418
Other Changes:
- Fix noise spike on launch of BBDN,
- Improve NN-hiCut and SR > 44
- Fix pregap display in EDL
- Change Delete tracks Dialog (make ok default)
- Restart play after stop on creating new project
- Add Show BWF to File Menu

3416
- Mark Info window: ISRC / UPC fit UI
4808 error better when mark is past 100 minutes
- Hide “add iTunes” from Export Tracks
- Fix incorrect CDTEXT length when not writing Audio File

3415
- Add small delay on stop record (allow to finish)
- BBDN (clean up on estimate name on open Params)

3414
- Mark Info
  Fix disable offsets when opening project
  Strip off file extension when creating mark names
    (Create Start Marks command)
  Fix one crash when trying to edit end track name
- Stop play on open/new project (fix mute of channel 2)
- Allow editing of index Mark when clicking in EDL
- Open soundfile works with no open project (creates new project)

3413
- fix NN Estimates (with spaces in name)
- Mark Info Window
  preserve pregap when dragging track 1
  fix display of times in MI window
- EDL (play) prepare_xfr once again if err (-6429)

3412
- New installers
- Improve warnings when recording with dither and bit depth mismatch
- EDL
  - made segment selection area larger
  - now selecting a segment and holding mouse will not deselect segment
- Mark Info
  - Improvements to Mark Info Window track dragging
  - Improvements to readability
- Remove need for "EnableLTC" flag
  sB will detect 304 and use 304 LTC reader

3408
- add warning when recording with dither enabled and bit depth mismatch
- place new securePlayer into application.

3407
- Fix incorrect WAV header in Export Tracks
- fix save as edl (with same name)
- Missing sB LE Index Point menu item replaced

3402
- fix issues w/ recoding

3400
- New Options Installer with new Sonic Studio Mastering EQ
- Enable SRP commands (with no selection)

- make the Segment Drag strip a little larger
- fix “about” menu for HD
- new securePlayer (does not launch iTunes)

-3399
- fix one crash on rescan (stopping a play)
- fix one crash on rescan (when rebooting device)
- Export fixes
- Check if folder exists before export
- Separate Settings for Export Tracks And Export Soundfile
  BWF/ bits/ type - are now saved for each export.
- fix issues w/ coding history not being updated.
- fix issues w/ coding history not being updated

Changes Since soundBlade 2.0.2 (3365)—
4495
- New Release versions of Quartet and Trio
- Update Installer Script and Remove Script
- Menu changes
  disable New Tracks / Delete Tracks in not multiple EDLs
  change Edited Black to Start Marks, add Edited Black to Start/End Marks
- securePlayer is now embedded in app (not in Extras anymore)
  - fix CD text
- add ClearSRP to contextual menu

4494
- Fix Cut / Paste of Stereo Desk Events
- Fix Mono Export
- Enable Zoom-to-Selection even if no selection (2.5 sec)
- Fix SE showing both Desk Events and overlay

3393-
- Fixes for Mono Export
- Enable Zoom-to-Selection even if no selection (2.5 sec)
- Fix SE showing both Desk Events and overlay

3392-
- Fix WAVE/BWF Header and extra bytes (caused iTunes Producer error)
- Remove “Open Process” from File Menu

3390-
- Fix Warning on adding non-44 files to an EDL
- New Options Installer
  Quartet 1.3 - Includes new Dual Mono
  Sonic Mastering EQ AU Plugin
  Sonic Studio Process 1.0 Build 3354

3387

- SE changes (remove mono/stereo)
- Fix prefs showing first pane on activation
- clean up menus
  Remove Background Manager
  Add “Open Console Log”
  Add “Visit Sonic Studio Website...”
  Add “Open Sonic Studio Process”
- Fix reseting of Audio IO on launch (if Use Core Audio was Checked)
- Fix (re)setting clock in Audio IO (if Use Core Audio was checked)

3384-
- Fix opening sound in first EDL of Multiple EDL Project
- Audio IO- Do Not reset clock if Use Core Audio and device
- Have “Move Segments” follow “Show Subframes”
- Fix crash on AU Plugins (on close of plugin)

Menu
- Fix Select Next/Pref Track Shortcut
- Add menu commands for Select Next/Pref EDL
- Add Cmd-Shift-S as shortcut for save as...

3383
- Fix Device Clock Settings on launch.
- option-click Master fader to adjust main faders (relative) in Meters Window
- Support For 96K DDP Images for use with SecurePlayer
  SecurePlayer now supports 96K.

Project:
- fix Cmd-F and hiding DB scale in EDL
- Default Line Input on New Project
- Only show Stereo Plugins (for stereo edit group)
- fix shortcut for Edit Black to Marks
- fix enabling of DeCrackle on tracks 3+

3382
- Fix for creating 2x and 4x DDPs and securePlayer
- Fix for plugins in tracks 7/8
- Do not allow Waves / Apple plugins in same slot (avoid crash/white window)
- allow “.” in certain edit fields (Move Segments, etc)
- Change shortcut for Audio IO Preferences to toggle show/hide window
- Vinyl (remove dual, remove extra prefs tabs, remove dither -always on)
- Fix command for deleting track marks

3380
• Adjust compiler settings
• Add support for 384
• Add ability to edit PQ track names in EDL timeline
• Improve Edit Fields (not turning red)
• Improved Noise Shaped Dither
• Allow declick/decrackle using Edit Point (no need for selection)

• Changes to 16 channel desk
• Warning when changing to 16 channel desk (to restart)
• Fix creating high resolution DDPs and securePlayer
• New securePlayer version 4433 (supports high resolution)
• Improve setting of Dither from Project window (display depth)
• Add contextual menu commands to Delete / Add Marks

4365
__ clear buffers on startup (possible noise)
__ update manuals
__ fix record w/ Master/Slave
allow punch-in w/o first starting play w/ master/slave
__ change permissions on securePlayer (4416)
__ fix (one) crash in SRC

Changes Since soundBlade 2.0.1 (3351)—

3359
- Fix display of "Show Desk Events" and "P" button
- Tighten timing on plugins in EDL
- Fix Sonnox ProCodec and Transport State

Changes
soundFiles - Fix issues with CAF 32 bit files
Export - fix crashes / etc with BWF/Wave
Desk Events - fix "select all plugins in row"
Mixing Desk - set panner to stereo on open.
Playback - Fix Copy/Paste resetting playing outputs.
Plugins:
Force Apple / Waves to use Carbon on EDL Desk Events to avoid a crash on AU / Waves in EDL
Fix hang on some AU plugins when resized
Support Transport Callback for Sonnox ProCodec
soundBlade LE - add SDII preferences
securePlayer - remove DDP on close (to reduce size)
Allow CD burn w/ index marks
Known issue: moving to Track 1 from Tracks menu moves to track 2. Workaround is to use << back button to select Track 1.
- fix incorrect window in Project
Added CAF to export and record (32 bit float)
Added support for WAV and CAF to Export Tracks
Fixes for NOVA
- fix first play not passing audio
- recall size on window close
- playhead accuracy improved.
Renamed "Desk Event" button from a "D" to a "P" to avoid confusion w/ Destination edit button
Fix option/control click on Desk Plugin Button to respect bypass and hide
Fix resize in AAC Plugin for iTunes
Fix a few small bugs w/ plugins.
Waves Note: white window may be displayed with Wave v9.

Known crash w/ more than one Apple AU plugins (on second window open).

3353
Fix one crash on plugins when close/quit project

Fix Desk Bypass on Track 2 when clicking on the EDL Desk Button

Changes Since soundBlade 2.0 (3308)—

3350 Release
User Manual and ReadMe updates and enhancements

3347
- Use VST-Sonic for VST Plugins (skip standard VST)
- Add "Use Cocoa" to support new Cocoa plugin code
  Disable to use the "older" non-cocoa only Plugin code.
- Fix Track output in SE

3344-
- one more fix for plugins on export
- stop/start when adding plugin (from automation)
- use IDLE loop for set plugin state (for UAD)
- clear unused channels (in Core Audio on output)

3343
- One change for Cocoa Plugins (and state)
- One change for plugins on export.

3342-
- Move setting Plugin State to Idle Loop (fix UAD)
  This will have an effect on Plugins
- Clear outputs for Core Audio if SSE is Less tracks (i.e LE and 8 channel IO)

3341
- Fix one issue with securePlayer

3340-
- fix one bug in mono src

3339-
- fix bug in Plugins (crash SEQ, not opening)
- stop play when creating a plugin
- fix mono SRC

3338-
- release versions of manuals
release 3337
- one more change for Cocoa plugins

3336
- SE Fix setting multiple EDLs preference on launch
- EFM Preferences
  Save Button now saves EFM preferences
  EFM Window Auto Zoom now set in prefs file
- Fix one bug in CDText

3334 -
- first “welcome to sB”
- Add Save to preferences window
- fix Export Tracks and mark names too long
(ask to shorten, or cancel)
-change to check for a Cocoa UI and use it.

3333-
- Add “Save” Button to Preferences Window
- Error on Export Tracks (if track names are too long)
- One change for Plugins (cocoa, older vst)
- Open Meters/Desk on first boot, do not open Mark Info
- Fix 25 Frames in LE
- Add “welcome” to LE

3332-
- Background Manager
Fix SRC of Wave File and (error) on opening in Project
Revert to Previous (IZOTOPE) SRC for maintenance release.
(Use Shift Key on Boot to run in Debug to use HDSRC)
- one change for SonicEQ 2.6 (showing LE)
- revert Cocoa Plugins Changes (for maintenance release)

3330-
- Background Manager
  • improved error messages on path names in BM
  • add Filter Type to SRC
  • Add “Go Fast” to make Background Manager run faster
  • MONO files are NOT processed in Pairs anymore
NOTE - You must add ALL Files to the File List to process them
- Fix delay in SRC (at head of file).
- changes for NN option testing
- Add timeout on opening PQ Log
- Cleanup SE UI wave header (buttons were not aligned)
- fix crash if mBit dither is enabled on launch
- Initial Cocoa Plugin Support (first checkin)

3326
- Fix HD / FX and broken Prefs Window
- Fix Sample Rate not being show correctly in Meters Window
NOTE: Sonic HD Sample Rate Converter

This version has a new SRC that is for testing only.
Known Issue: There is a sample offset of 256 samples (it will be fixed).

3325
- SE -cleanup meters window
- fix opening using default project
- fix illegal characters into "/" and ":"
- fix QT status window being cutoff at bottom.
- more on pref hints

3323-
- more work for securePlayer
- add securePlayer to Mark Info Delivery Window
- more work on cleanup/hints in Prefs windwo

3322-
- disable NOVA menu if no selection
- cleanup on nonoise menus
- fix Sonic EQ le in soundBlade SE
- cleanup on NoNOISE menu commands
- hit 's' to enable "Snap to Zone" while dragging soundfile
- hit 'e' to enable "Snap to Edit" while dragging soundfile
- allow save over EDL (EDL Save As)
- shorten default project names (sBHD,..)
- Add "Show NoNoise Tools" to SE/HD
- Allow "Show NoNOISE Tools" for all NN options (was just FX)
- Do not use VINYL as default project name

3321-
- Fix one bug when playing 192K file (past end) - would stop before end
  Llmit is 2 hours of playback (for a single play)
- Stop Playing if user opens a plugin that is NOT under the playhead.
  This fixes / prevents resetting state of the plugin (under playhead)

3320-
- Fix opening Project w/ muted plugins (desk events in EDL)
- Warn user to use a new name on Save As (Project)
- One fix for background SRC - please test
- Replace securePlayer with new version (name is securePlayer.app).

3319-
- Fix source destination menu
- Fix meters window (and dither display)
- "Copy Desk Prefs" enabled by default
- Add "Show NN Tools" to LE for VINYL UI

3318
- Fix meters window

3317

- remove “File Conversion” from BackMgr
- make E/S selection easier
- remove CPU from meter window
- fix Reset Gain Al Faders (and link pairs)
- fix Prev button in Amarra Player (4330)

3316-
- Fix crash on set digital and 304
- Fix opening 2.3 Gig files.
- Add warning if export is over 4Gig
- Fix missing Feature popup in HD
- Fix incorrect font in panner window

3314
- Fix DDP building waveforms in HD on Open DDP Image
- Fix incorrect display of monitor state on punch-in
- Show correct monitor state when using (PageUp/Down)
- 1117 - Disable editing of EndTrack Mark Name
- 1119 - Fix open soundfile and adding new tracks (if not needed)

3313-
- Fix SRP edit field (too far too right)
- Fix font in rename segment
- Fix Full EQ in HD
- Remove “File Conversion” from BackMgr.
- Do not remove DeleteTracks command in HD menu
- Cleanup window when large (white area)

3312 -
- Fix meter knobs size
- More work on plugin timing (from meters exports null)
- Fix missing SRP/Mark,
- Fix font size in prefs window

3311
- Fix blinking cursor in desk edit field
- Fix Missing LTC window for HD
- Fix NoNOISE II FR not working
- Fix missing EDL Name for Project
- Fix truncated large export (6 channels 1 hour 96K)
- One timing change for plugins
- Add pref for mouse scroll
- Fixes for Amarra Secure Player
  - Rewind / FF work
  - Show current track / total tracks
  - modified UI

Changes Since soundBlade 1.3.5 (2894)—

Universal Binary support was added..

New Features:

- DDP 2.0 support: DDP and CD TEXT DDPs created in soundBlade SE now reference CD TEXT information in the DDPMS and CDTEXT.BIN files. The TS file is still used to deliver CD TEXT to CD-R.
- DDP File Open is now a standard feature
- Sonic EQ VST (full filter set) is now a standard feature
- secure Player Delivery Tool has been added as a standard feature
- Trio DynPEQ from Wholegrain Digital is now a standard feature
- TT Dynamic Range Meter Plug-in is included
- Added support for compressed file playback (ALAC, mp4, mp3, AAC, FLAC)
- Recording up to 192 kHz with NoNOISE FX option.

Fixes. A partial list is below:

General:

- Improved handling of Sample Rate mismatch on startup and opening EDLs/soundfiles
- Improved handling of external Sample Rate changes
- Fix Display of Multiple Gain notes (delta display)
- Fix for Channel 2 mute when copying during playback
- Append ".aif, .wav" to recordings
- BWF Metadata fixes for date, coding history, etc.
- Fixes for Export EDL (bit depth and BWF data)
- Default an empty EDL to match Hardware SR.
- Changes to SRC and addition of DSD to SRC
- Fix waveform bugs
- Enhance TPDF dither
- Fix 1x DDP dump error

Mark Info

- Fixes for crashes in editing in Mark Info window
- Fixes to "Zoom to In/Out Edit Point" key command
- Fix for writing JAM files on Intel-based machines
- Fix inconsistent display and use of offset preferences
- Add auto increment of ISRC, clear fields on closing Project
- Fix crash in making a CD from a DDP (with no project open)
- Fix crash after aborting a CD delivery

Background Manger
Sample Rate Conversion

- Support for all common sample rates added
- Support for audio file type conversion
- Do not build waveforms added
- Improved file name handling
- Improved error message reporting

NoNOISE

- Fix one crash in Type-E DeCrackle

- Enable NoNOISE II Commands for Selected Segments
- Fix Restore Click on selected segments
- Fix stall/improve speed on long E-Type decrackle
- Fix BBDN handling of Sample Rate above 44.1

Export
- Improvements to BWF meta data handling in Export
- Fix dither checking in Export Tracks
- Improved deliveries and sound

Previous additions and fixes:
- Fix for opening sound files whose paths have been corrupted
- Fix for waveform not building on DDP Open
- Improved dither
- Fixes for exporting sound files at 24 bit
- Added .wav file export support
- Menu and command key fixes
- Other general fixes
- Sample Rate Conversion: soundBlade SE now comes with the Background Manager for Sample Rate Conversion to 44100 for CD delivery.

Build 3301
- fix issues w/ NoNOISE menu
- fix Fonts in Export Tracks

Build 3299
- fix warning to save (after saving) and closing project
- fix record enable on track 8

Build 3298
- fix crash in export (if desk strips assigned incorrectly)
- fix resetting of Edit Groups/Desk Strips
  on opening multichannel EDL

Build 3297
- fix one bug in export/ddp
- fix corruption in preferences file (caused by Audio IO)

Build 3294 (and earlier)
-IO Preferences - Add "Use Core Audio on Launch"
- Change scroll direction using wheel (in EDL)
-Fix one bug in Export that could cause hang

Build 3291
- Capture Plugins on Input recording
- Fix Setting of Auto SRC
- Add Edit After Export (back) to Export Tracks
- Prevent "CPU Overload" alert (when not playing)

- support RME devices (any device with No Settable Clock)

Build 3287

- PQ: - Fix setting of language to “en” for CDText on CD
- EDL: Fix not being able to drag/lock marks.
- QT: Fix crash on close (if movie closed)
- EDL: Add/Fix Shift-click-arrow to extend selection

Build 3279

- Audio IO Preferences
  Audio Interfaces are independent of Audio MIDI Setup.
- Fix LTC losing time after an playing for over one hour

Build 3277

- Alert user if non-ascii project name is used (on save)
- Fix background DeCrackle
- Fix incorrect CD-Text if Album artist is missing
  Fixes shift of Track Names on loadback
- Desk Events
  Fix Option-Drag of Desk Event to Finder
  Fixes for dragging plugin settings From Finder
  Improvements to desk event handling
- Improvements to QT /LTC
  - fix setting of SMPTE channel
  - improve handling QT lock

Build 3273

- Quartet 1.2.1 release candidate +documentation
- NEW Quartet Trio. Product will be included in 2.0 release.
- Return functionality: CMD+OPT on D and D adds Track End marks to tracks

Build 3270

Change to setting of Wave Header field AvgBytesPerSrc

Build 3269

Code to Detect and Report missed disc transfers

Build 3263

Fix setting of SSE for 16 channel load
Fix use of Import Fade on Drag / Drop (from Preferences)

Build 3257

Fix for Clock Source not matching Audio Midi Setup (and Sonic Console)
Fix for Export to stall (Export Tracks also)
Fixes for Export Tracks and settings
Fixes for reNOVAtor : Harmonic Dialog

Build 3248

- fix glitch in right-channel of DDP
- fix a crash in stopping play

- fix beachball and Floating Windows
  Quartet 1.2 should work fine now.
- Change for Dragging to 2 seconds
  do not insert space at front

Build 3237
  Fixes for Fade problems (glitch, gain changes, ...)
  Many fixes for Mark Editing

Build 3217
Recording / Export
  - Append extension to recordings ".aif or .wav"
  - Multiple fixes for BWF Metadata
    - sets the date correctly.
    - reset(s) the coding history
  - Fixes to Export Tracks to handle bit depth

LTC:
  - Enable Software based LTC
  - Reset LTC when external Sample Rates changes

Misc:
  - Change to Type E decrackle (to prevent it from stalling)
  - Fix multiple bugs with FLAC and other compressed playbacks
    (note requires new FLAC QuickTime decoder to use)
  - Added File Conversion (for FLAC) to background Manager

Build 3216
- Improvements to LTC timestamp
- More on priorities

Build 3215
- Add auto-increment to ISRC
- Default an empty EDL to match Hardware SR.
- New Scheduler for SSE processing
- Fix not see an 304 (change in Firmware broke this)
- Take an LTC timestamp when recording (does not require LTC slave anymore)
- General Improvements to LTC (with 303/304)

Build 3213
- Fix PQ Read Burst (tested w/ sonic, sadie, and daq)
  Please test on PPC.
- LTC Reader
  - Remove check for EnableLTC flag
    The flag file is not needed anymore on 2.0
  - 302 now uses channel 2 by default for reader and generator
  - Add Support for LTC Reader on Non-Sonic IO boxes
- LTC Generator
  - Please Note the Sonic IO has its own LTC Generator and should be tested.
  - There is No Support for LTC Generator on Non-Sonic IO boxes

- Fix crash in making a CD from a DDP (with no project open)
- Fix one crash after aborting a CD.

Build 3212
- Improve handling of arrow keys in Mark Info
- More work on FLAC, mp3, and other compressed formats
- Fix bug in Background SRC to obey start/end times
  (for segments dragged from an EDL)
- Add PQ Read Burst to Mark Menu (for testing on PPC)
- Clean LTC handling window (for testing)

Build 3211
- Fix "Collapse" menu not working on first try in EDL view
- Fix Restore Click and selected segments
- Fix graphic issue with collapsed EDLs and Zoom Lock
- Many fixes (rewrite) of SRC
- Add DSD to SRC
- Fix BBDN for sample rates above 44.1

Build 3210
- Open Panner when selected in EDL
- fix one case of waveform not building

Build 3208
- Fix waveforms
- Fix crash on close of EDL

Build 3207
- More fixes for SRC.
- Enable NoNoise commands for selected segments
- Add "Feature Edit Group" command to the Feature Popup.
- Fix Crashes in Mark Info when tabbing around artist/ISRC fields

Build 3206
- Fixes for Sample Rate Conversion
- Fix Initialization of plugin sample rate
- Fix Sonic EQ plugin settings on first open (may apply to all plugins).

Build 3194
- Fix one crash on opening Nova window
- Fix error message "DDP could not fit..."
- Only show "Declick too small" message once.
- Fix "f" key command for feature/collapse
- Add "Enable Debugging" command to System Information menu
- Fix "Zoom to In/Out Edit Point" key commands (cmd-arrow)
- Fix QuickTime following Edit Point in EDL

Build 3192
- Fix crash in undo
- Fix Outputs in Sixteen Channel Mode

- Fix Display of Timecode field (Slave Mode in EDL)

Build 3190
- Fix crash in DeKrackle
- fix resize of Project if more than 2 EDLs
- Add Interleave to Export EDL command
- Fix Fast Export AIFF/WAV
- Please test reverse

Build 3178
- Fix Resource problems with EDL Plugins
- Fixes some CPU overload as well

Build 3173
- Fix Peak Hold
- Add support for 32 PCM AIFF Files
- Small Fix for EDL plugins (prevent a crash on close)
- Fix Level in open desk setups.

Build 3171:
- Fix mBit not processing
#__ - Fix "Delete Selected Plugin"
#__ - Stop/Start play when adding a plugin (to hear it).
00795 - Fixes for track view in EDL Tiny/Small Sizes
00794 - Fix Resize of Window when closing an EDL.

Build 3169:
- Handle error in DDP and do not make CD.
- Cleanup Delivery on abort -
(fixes the "Only one active background job...")
- Fix crash one using up/down arrows and fields in MI
- Fix for 'click' sound when changing SR on 302.

Build 3167:
- fix AIFF export
- fix JAM export (needs testing on G5)

Build 3164:
Desk: Fixes for Desk Settings with open/save/switch EDLS
Export: Fix 24 bit export
Misc: Add scroll wheel support
Added move EDL command
NoNoise: Fix bugs with Background DeCrackle, support timestamp

System Tuning —

There are a number of changes recommended to improve performance and stability.
- Apple Key Commands for Spotlight, Encore and other applications interfere with the keys for certain commands. They should be disabled in System Preferences...
- We have found that on most Mac systems, Apple's Spotlight can seriously affect not only

soundBlade SE's performance, but other audio applications as well. We recommend disabling Spotlight as a step to resolving problems related to sound file skipping during playback or record. To turn off Spotlight for a specific folder, volume or drive:

1) From the Apple menu in the top left corner of your screen, select System Preferences...
2) In the Personal section, select Spotlight, then select the Privacy tab.
3) Click the + button in the lower left corner and select the folder, volume or drive to be excluded. You can also drag the desired item to the list.

Start by preventing Spotlight from searching these locations:

- Your Home Folder
- Your internal or external audio drives
- Any back up drives connected

While disabling Spotlight completely on your Home Folder is an effective step in troubleshooting, it may not be the best permanent solution for some users. For more specific instructions on troubleshooting Spotlight, see:
http://www.macfixit.com/article.php?story=20061109235901299

Avoid running e–mail, browsers, or other applications while exporting or delivering DDPs, CDs.

Known Issues —

- Desk Events can easily 'break' when reassigning desk strips.
- Waves 9: A blank window will appear after opening a certain number of plug-ins.
There is no workaround at this time. (soundBlade SE and soundBlade SE)
- Auto Space duration set to 0 seconds using Crossfade as fade type with multiple files via Drag & Drop yields only one Start and End Mark
Work-around: Command A to select all files, then use Edited Black to Marks from Marks menu.
- Edit menu->Auto Space All Segments command with Marks produces error -20200.
Work-around: Clear Marks, execute command, remark project as needed- Sound files with names longer than 27 characters or special characters may prevent waveform metadata from being built. This may also prevent sample rate conversion from progressing.
Work-around: Rename file with <28 standard alphanumeric characters.
- Auto Space duration not respected with multiple files via Drag & Drop.
Work-around: Command-Drag & Drop, clear or edit Marks as needed.
- Edit menu->Auto Space All Segments command with Marks produces error -20200.
Work-around: Clear Marks, execute command, remark project as needed
- Audio File Conversion in Background Manager produces crash
Work-around: Use Export Soundfile or Export Track for File Conversion
- Sound files with names longer than 27 characters or special characters may prevent waveform metadata from being built. This may also prevent sample rate conversion from progressing.
Work-around: Rename file with <28 standard alphanumeric characters.
- Sample Rate Conversion of AIFC files is not supported.
- When using a 3rd party FireWire–attached CD-R or DVD-R drive, the device must be powered up and attached prior to starting soundBlade SE in order for the application to recognize the drive. To prevent rare but expensive repairs to your equipment, always plug in FireWire peripherals with power off, then power on afterwards.
- When rearranging CD Tracks in the Mark Info window, Track 1 cannot be moved.
Work-around: Move Track 1 using the Track Bar within Project.
- When dragging fades, sometimes the audio underneath the fade will move or be unintentionally

offset on the time-line.

Work-around: Undo the fade change, perform the fade move again and then turn the fade tool off until needed to protect your fade settings.

- Occasionally, stereo playback or editing will break momentarily.

Work-around: Click on the mono Edit Mode button and back to stereo again to reset.

- If segments are moved after PQ Marks have been placed, your mark locations must be checked.
- If sound files are part of a Project when saved as a Default Project, the sound files will be referenced in all default Projects. Always save an empty Default Project.

Refinements —

- Response time for the user interface is improved.
- The maximum open file limit has been increased to 10,240 files.
- The PQ Listing now shows the CD Track, Artist and Album names.
- Opening .sd2 files with Region Markers, and Create Marks enabled, has been fixed.
- The ability to drag or drop an IMAGE.DAT file into a Project has been added.
- Fixed bug in the delivery of blank CDs when no Panels are selected in the Project.
- The delivery of DDP file sets will now always use the Destination Edit Group and top Panel in a Project. This change addresses the creation of empty DDP file sets.
- A change has been made which suspends background processing during auditions. This improves foreground process performance.
- Checking for the presence of valid iLoks when opening New Projects has been optimized to reduce the time required.
- Improvements have been made to reduce late read/writes during Delivery.
- Improvements to handle DDP file sets with more than one audio or DDPMS file.
- The PQ Listing now shows the CD Track, Artist and Album names.
- Improvements have been made to naming abilities in the Export Sound File process.
- The application returns an error if two Start of Track Marks are at same location.
- Improvements have to file name handling and waveform metadata creation.
- The Reverse Soundfile command has been fixed.
- The default behavior of command–dragging sound files into a Project has changed. In this release, holding down the command key when releasing a dragged sound file into a Project causes soundBlade SE to create Start of Track Marks for each sound file. To revert to the legacy behavior of Start and End of Track Marks, hold down the command and option keys prior to dropping sound files onto the top Panel.
- A fix has been made to address crashes on undo.
- A fix has been made to address crashes when quitting the application.
- A fix has been made to the Auto Space function so as to correctly read its preference setting.
- A fix has been made to handle extended ASCII characters with diacritical marks.
- A fix has been made to DDP deliveries when aborting and starting another job.
- A fix has been made to some menu items in soundBlade SE.
- Fixes have been made to clarify menu entries in soundBlade SE.
- A fix has been made that allows Shift–G to bring up the Gain dialog in Mark Info.
- A fix has been made to meter scaling in the Details window.
- A fix has been made to burn CD Text and ISRC with open session CD-Rs.

Implementation Specifics —

Please take note that the following features may seriously affect your use of this application:

- DDP file sets created by soundBlade SE are "source-mode complete." This means that 2 seconds of *pregap* are present, with silence before the first SOT (Start ofTrack) mark. DDP file sets created by some vendors are "source-mode incomplete," and are lacking the 2 second pregap.
- Note that, in the Speed menu, the descriptors are provided as a guide and are not explicit. Your actual delivery speed is host–specific and may vary from the stated rate.
- If segments are moved after PQ Marks have been placed, your mark locations must be checked.

- If sound files are part of a Project when saved as a Default Project, the sound files will be referenced in all default Projects. Always save an empty Default Project.

Using soundBlade SE with Avid® Hardware —

With the release of ProTools 9, the integration of soundBlade SE and Avid hardware became very easy. Just make sure that your Digidesign hardware setup is predefined in Audio MIDI Set Up as 'Default Input', 'Default Output and 'Properties For' with OS 10.5, or 'Use This Device For Sound Input' and 'Use This Device For 'Sound Output' with OS 10.6 and 10.7.

For older ProTools 7 hardware, you can add soundBlade SE to the list of recognized applications in the Digidesign CoreAudio Manager. Refer to Digidesign's CoreAudio Usage Guide for information on associating soundBlade SE with your Pro Tools hardware and configuring the Digidesign CoreAudio Manager.

Contacting Sonic Studio, LLC —

Thanks for purchasing a Sonic Studio product. We really appreciate your patronage and are always interested in your experiences with soundBlade.

For bug reports, frequently-asked questions (FAQ) and support issues, visit

www.sonicstudio.com/sonic/support/sonic_support

To suggest new features for our products, e–mail us at

enhancements@sonicstudio.com

For up-to-date information on all of Sonic Studio's products, visit

www.sonicstudio.com/products

Software Updates —

Updates to soundBlade are available in the Downloads section of the Sonic Studio website.

http://www.sonicstudio.com/sonic/support/sonic_support#DOWNLOAD

studioCare Support Program —

Why Do You Need studioCare?:
Sometimes things don't quite go as expected – usually with a deadline looming! Sonic Studio's studioCare program gives you fast access to highly skilled and experienced engineers with a passion for audio as well as the capability to provide a solution. studioCare compliments the 30-day tech support that's included with your software, extending and enhancing the value your product with high-priority response to your software and hardware questions. From the casual home studio to the largest corporate facility, you can count on studioCare to keep you ahead of the curve.

What Is studioCare?:
studioCare is Sonic Studio LLC's professional priority support program. Designed with your needs in mind, it's like having a technician on call, reducing downtime by prioritizing your incoming support requests. As a studioCare user, you can rest assured with:

- Priority support during regular Sonic Studio business hours.
- Scheduled support sessions 7 days a week.
- Access to pre-release software updates and patches
- Remote diagnosis and problem solving
- Getting answers - No question too simple or complex
- Recurring billing - keeps your coverage current

Annual Support & Maintenance Program:

	Priority Email	Software Updates	Telephone Support	Remote Log-On	Cost/Year USD*
studioCare SE	√	√	**Unlimited**	**Unlimited**	**$229.00***

*studioCare will cost more in regions outside USA. Please contact **sales@sonicstudio.com** for a quote.

Click here to purchase studioCare SE NOW!

On Demand Support Offerings:

studioCare QuickStart for Sonic Studio products– 1 hour of remote setup assistance and training for soundBlade, NoNOISE or Series 300 Hardware. Price is per product.
$125.00 – one-time charge.

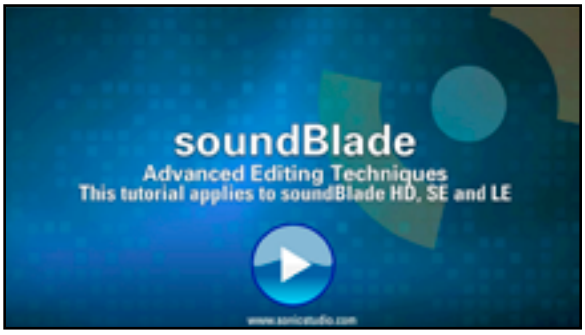
Click here to purchase studioCare QuickStart NOW!

On-Demand Support-- Get help from trained Sonic Studio support techs with expert troubleshooting and usage experience. No annual contract.
$85.00/Incident

Click here to purchase On-Demand Support NOW!

soundBlade Tutorial Videos —

These video tutorial provide important instructions and tips for using Sonic Studio Pro software and are targeted at all soundBlade products.



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